EA SPORTS

NBA LIVE 06

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NINTENDO GAMECUBE

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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COMPLETE CONTROLS

GENERAL CONTROLS	
Move player	Control Stick
EA SPORTS™ Freestyle Control (see p. 6)	**C** Stick
Quick Plays (see p. 6)	✚Control Pad
NEW **Playcalling**	✚Control Pad (double-tap)
Turbo	**R** Button
Call timeout	**Pause menu (START/PAUSE)**

OFFENSE	
Shoot	**X** Button (press and hold to jump then release to shoot; tap to fake)
Pass (direction of the Control Stick chooses receiver)	**A** Button (hold and release to execute a give-and-go)
Dunk/Lay-up	**B** Button (double-tap to adjust your shot)
Pro-hop/Power dribble	**Y** Button (press for power dribble when player is standing still)
Protect ball	**C** Stick ↓
Alley-oop pass (when teammate has a clear lane to the basket)	**Z** Button (tap)
Direct pass	**Z** Button (hold) + **A** Button, **B** Button, **X** Button, or **R** Button
Off-ball switch (see p. 6)	**Y** Button (hold) + **A** Button, **B** Button, **X** Button, or **R** Button

DEFENSE	
Switch player (direction of the Control Stick chooses player)	**A** Button
Steal/Intercept/Hard foul	**B** Button
Take charge	**X** Button
Block/Rebound	**Y** Button (tap)
Direct player switch	**Z** Button + **A** Button, **B** Button, **X** Button, or **R** Button
Defensive stance/Box out	**C** Stick ↓

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NEW FREESTYLE SUPERSTAR

NBA Superstars steal the show with an enhanced EA SPORTS Freestyle Control. For more information, see *Freestyle Superstars* on p. 6.

Superstar modifier	**L** Button + **A** Button, **B** Button, **X** Button, or **Y** Button

MID-AIR REBOUNDS, TIPS, AND DUNKS	
Mid-air rebounds	**Y** Button
Tip-slam	**B** Button
Tip-in	**X** Button

NEW INBOUNDING	
Call for screen	**L** Button
Swim move	**C** Stick ↑
Push off	**C** Stick ↓

CALL-FOR-PASS INBOUNDING	
Move pass receiver	Control Stick
Call for pass	**A** Button
Strategic player switch	+Control Pad to switch to the best 3-point shooter, the closest man to the basket, the best free-throw shooter, or the best ball handler

LOW POST MOVES	
Back down defender	**C** Stick ↓
Slam dunk/lay-up	Control Stick toward basket + **B** Button when close to the basket
Fade away jump shot	Control Stick away from basket + **X** Button
Power dribble	**Y** Button

OFF-BALL SWITCH (PLAYER LOCKED WITHOUT BALL)	
Call for shot	**X** Button
Call for pass	**A** Button
Call for dunk/lay-up	**B** Button
Call for screen	**L** Button

FREE THROWS

Use the help of the T-Meter™ when shooting free throws. For best accuracy aim (by pressing the **A** Button, **B** Button, or **X** Button) when the cursor is near the center of the meter. Next, press the **A** Button, **B** Button, or **X** Button again to set the distance.

NBA ALL-STAR WEEKEND

3 POINT SHOOTOUT	
Switch camera view	**L** Button
Pick up ball	**R** Button
Jump/Shoot	**A** Button, **B** Button, **X** Button, or **Y** Button (press to jump, release to shoot)

SLAM DUNK CONTEST (ON GROUND)	
1 foot Gather	**B** Button
2 foot Gather	**X** Button
1 foot 180 Gather	**Y** Button
2 foot 180 Gather	**A** Button
Ball toss	**C** Stick
Move player	Control Stick
Toss modifiers	**L** Button/**R** Button

SLAM DUNK CONTEST (IN AIR)	
Windmill	**Y** Button
Tomahawk	**B** Button
Pump	**X** Button
Clutch	**A** Button
Rotate player (on 180 Gathers)	Control Stick
Dunk modifiers	**L** Button/**R** Button

PLAYING THE GAME

Get on the court quickly with a Play Now game.

TEAM SELECT SCREEN

After selecting an NBA, All-Star, Classic, Euro All-Star, International All-Star, RKB All-Star, or Young Gun team(s) for the upcoming game you have the option to adjust the starting lineups. Once your starters are set, the Jersey Select screen appears.

JERSEY SELECT SCREEN

Change your team's jersey for the upcoming game. Select a Home, Away, Alternate, Hardwood Classics, or Practice jersey.

SETTINGS

Select the skill level for the next game, along with quarter length, arena location, and camera view. You can also adjust the rules, preferences, gameplay settings, and in-game settings from the Settings screen.

ON THE FLOOR

EA SPORTS™ FREESTYLE CONTROL

Express yourself with EA SPORTS Freestyle Control. While dribbling, move the **C** Stick in any direction to break out a Freestyle move. Making the same shape on the **C** Stick results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Individual Practice mode to help perfect these moves.

NEW FREESTYLE SUPERSTARS

NBA Superstars jump to life with an enhanced Freestyle Control. Players now perform based on distinct character types: Power, Highflyer, Playmaker, Scorer, Shooter, and Stopper. Each Superstar, represented on the court by a Superstar player icon, comes loaded with distinct passes, dunks, or signature moves. Power players dominate the inside, Shooters are dangerous behind the arc, and Playmakers have the ability to take over a game. Which one will you choose?

OFF-BALL SWITCH

Control players on the floor with or without the ball—call for passes, have a teammate shoot, or call a screen with the press of a button. Once you activate Off-Ball Switch mode, switch to another player on the court by pressing the corresponding button callout.

QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run Isolation, Post Up, Pick-and-Roll, or Pick and Pop plays. On defense, the Half Court Trap, Double Team, Full Court Man to Man, and Half Court Man to Man defensive options are available. You can change your Quick Play settings on your Nintendo GameCube™ Controller via the Playbook screen.

PLAYBOOK

Adjust to your opponent's playing style mid-game. You have the option to adjust your defensive matchups, defensive playbook, offensive playbook, and team strategies. The Playbook menu is accessible only through the Pause menu during a game.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to your Nintendo GameCube™ Memory Card. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen.

- To save or load a file, highlight the file you wish to load (or create a new file name when saving for the first time). Once the file is selected and/or named, the game data is either loaded or saved.

DYNASTY MODE™

Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties on the court, as well as off it for multiple seasons. After choosing a team and selecting your settings, Season One begins. Before you start making key decisions be sure to check your PDA for messages from the league, team owner, and more that can help determine the success of your franchise.

NEW HIRE STAFF

Assemble a coaching staff with assistants, scouts, and trainers who assist in player development and progression throughout the year. At the beginning of each season fill your openings with top talent. After reviewing the list of candidates, offer a contract and see if your proposal was generous enough for them to accept the offer. Once your staff is hired, Training Camp begins.

TRAINING CAMP

Before the season begins, put the team in your assistant coach's hands to improve player and team abilities during training camp. Your assistant coach focuses on certain aspects including offense, defense, and athleticism. Each has its reward and downfall. Be sure to balance the training in order to cover every area of need.

DURING THE SEASON

SCHEDULE/GM'S DESK/ROSTER MANAGEMENT

From the Dynasty Central menu you will find the Schedule, GM's Desk, Roster Management screen, and more. Play or simulate games by selecting your next opponent on the team Schedule. For off the court news, get the latest updates from around the league, view the list of free agents, and more from the GM's desk. From the Roster Management screen you can reorder rosters, view injury reports, and sign, release, and trade players.

SIM INTERVENTION

After choosing to simulate a game on the schedule, you have the option to intervene anytime during the simulation period. Once the game picks up, you're thrown into the middle of the action with time already off the clock. See if you can help your team hold a lead or make a comeback and grasp a victory.

OFF-SEASON

After the playoffs, it's time for all GMs to evaluate their respective teams for the upcoming season. Be sure to use valuable information from your team scouts to help evaluate talent. Listen to their advice and study up on the incoming class before draft day. Making a wrong pick could set your franchise back a few years.

After the Rookie Draft is complete, you have the chance to bid on and offer contracts to free agents. Financial security is the main selling point to many of the players, but

don't break the bank to sign them. Be sure to keep enough money in the budget in order to sign the key role players as well.

To manage your roster, you can also re-sign and release players from the lineup. After the free agent period ends and your roster is set, the new season begins.

OTHER GAME MODES

SEASON

Play through the trials of a full NBA season. Set up a 29-, 58-, or 82-game season and make your run for the championship. You can play the season with any team using current NBA rosters, or assemble your team through a Fantasy Draft. You can even randomize your schedule or customize your league by switching up the teams in your division.

PLAYOFFS

Take part in the excitement of the NBA playoffs. Participate in a traditional format or customize a tournament—with or without a Fantasy Draft.

NBA ALL-STAR WEEKEND

There are four events during the NBA All-Star Weekend. Your first event pits the rookies against the sophomore players during the *Rookie Challenge*. After slamming and jamming with the league's newest talent, rip the back of the net during the *3 Point Shootout* as you battle up to seven of the best long-range shooters in the league. Playing in a tournament format, you have 60 seconds to make as many shots (and score as many points) as you can. The winner moves on, the losers go home.

Next on the bill—the *Slam Dunk Contest*. Bust out your best Freestyle moves and wow the judges with an aerial assault that expresses your game like never before. Finally, show off your skills against the best players in the league during the *NBA All-Star Game*. It's East vs. West in this action-packed, winner-take-all game.

FREESTYLE CHALLENGE

Playing split-screen against an opponent, fly high above the rim in the Slam Dunk Contest, or drain 3's from beyond the arc in the 3 Point Showdown. Both players participate at the same time and the one who makes the most baskets wins the competition. Money Balls are worth more so be sure to capitalize on the bonus opportunity.

1 ON 1

Schoolyard basketball hits the NBA. Prove yourself against anybody in a 1 on 1 showdown for ultimate bragging rights.

SLAM DUNK SCHOOL

In Slam Dunk School, progress through the ranks of Beginner Practice, Alley-oop Practice, and Advanced Practice and perfect your skills along the way. You'll need to master the moves learned here before you can fully compete in the Slam Dunk Contest.

INDIVIDUAL PRACTICE

Before you storm the court, work on your Freestyle moves in Individual Practice mode. The entire court is yours with no time limit. Once you've mastered your dunks, cross-overs, and ball-handling skills, break 'em out against live competition. Better yet, show off your new act during the NBA All-Star Weekend.

MY NBA LIVE

In My NBA LIVE, you can redeem Task Points earned in various game modes and buy shoes from the NBA Store. You can also enter codes, visit the EA SPORTS Hall of Fame, and choose your EA SPORTS Trax from the Jukebox.

ROSTER UPDATES

Create an NBA player and add him to the league. Once a player is created he's added to the Free Agent Pool. From the Roster Management screen, you can add your Created Player to a roster, or reorder current rosters, make player trades, sign or release players, and more. You can also visit Stats Central to view team and player stats, plus Task List requirements in order to unlock items in the NBA Store.

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GAME ACCESS CODE: 14952

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